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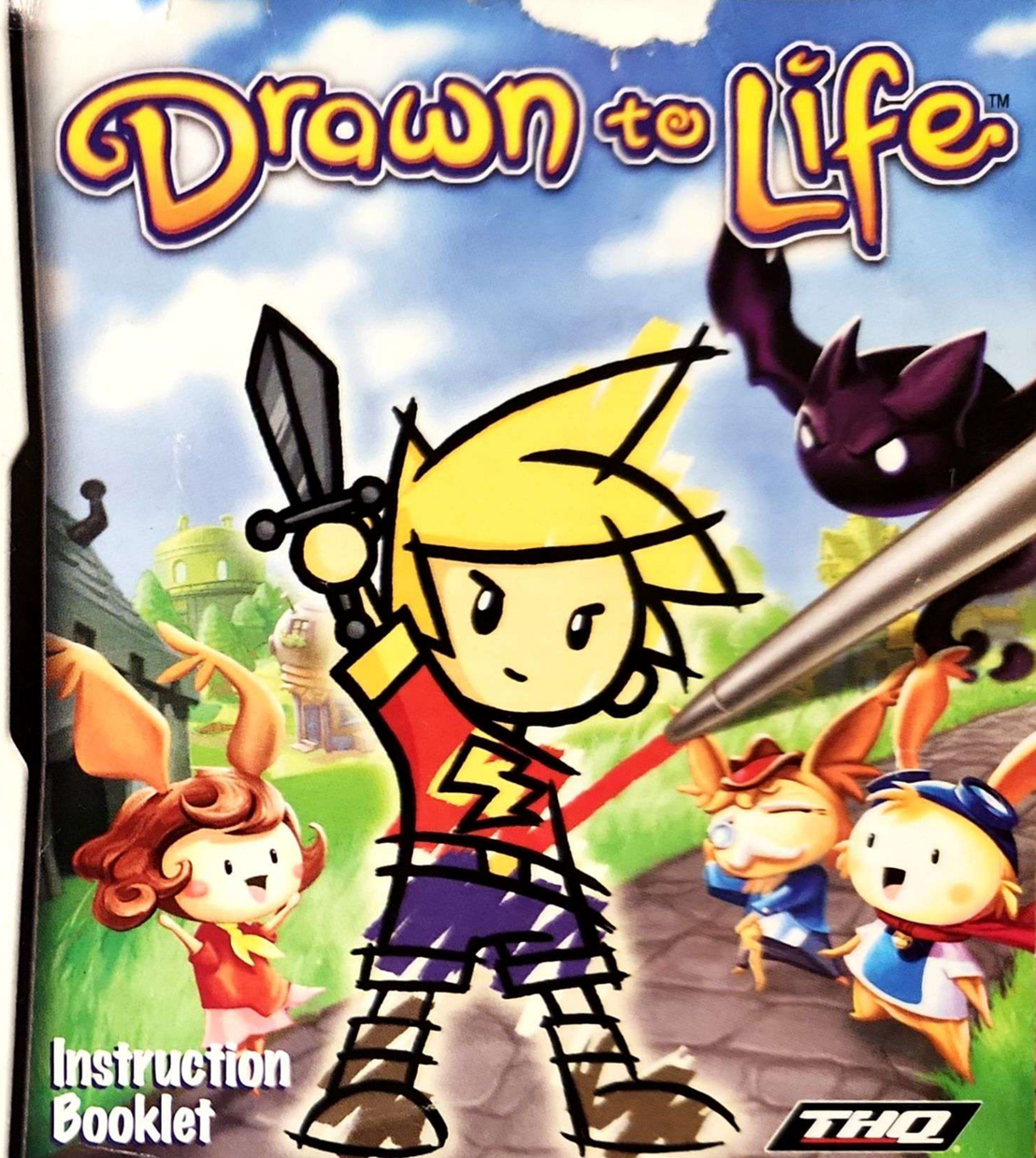
NINTENDO DS™

Drawn to Life™



Instruction Booklet

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

1-2 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

EVERYONE E CONTENT RATED BY ESRB

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BINK VIDEO

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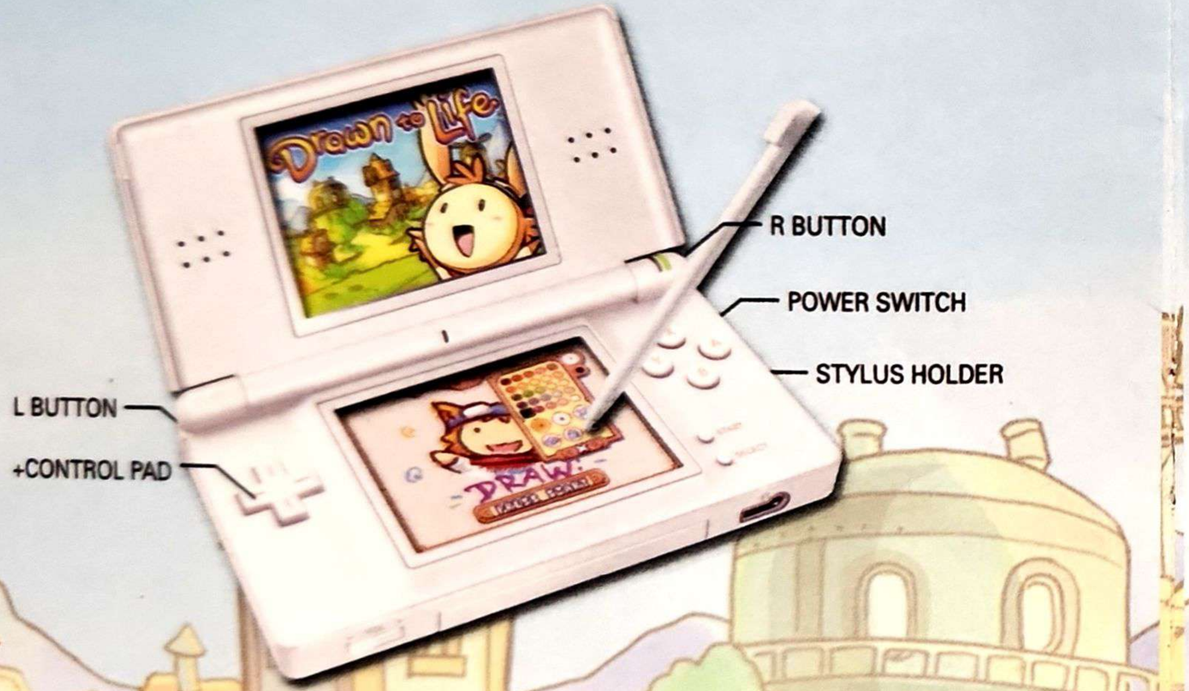
YOUR HERO. YOUR ADVENTURE.

This is the story of the Raposas and their village. For many years, the Raposas lived happily in their village and prospered until a rebel Raposa named Wilfre, created an army of evil shadows to spread darkness over the land. He tore key pages from the Book of Life and hid them across the world.

These pages contained the templates for the moon, sun, stars, and other cherished possessions. With those items gone, the Raposas began to abandon the village. Those who remain cry out to you, The Creator, to draw a Hero to help them rebuild their village back to greatness.

GETTING STARTED

1. Turn OFF the Power Switch on your Nintendo DS™ System. Never insert or remove a Game Card when the power is on.
2. Insert the Drawn to Life Game Card into the Game Card slot of your Nintendo DS™ system.
3. Turn ON the Power Switch. The Logo screens should appear (if you don't see them, begin again at step 1).
4. Press START or press the A Button to launch Drawn to Life.



MAIN MENU

The Main Menu will appear when starting the game. You can press the **L Button** or the **R Button** to cycle through your drawn Heroes.

Tapping on will either start a New Game, or continue a Saved Game.

Tapping on will access the Options Menu, where you can adjust sound settings or change your control scheme.

Tapping on will take you back a screen, exit the Options Menu, or take you back to the Title screen.

You also have the option to view the credits by selecting the Credits Option.

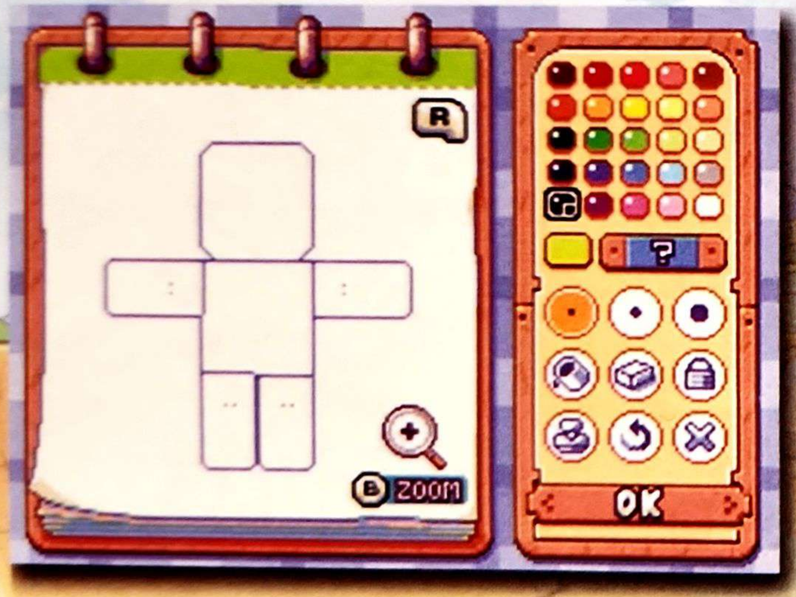
TITLE SCREEN

The user can draw on the Title screen using the drawing toolbar in the upper right corner. When they are ready to proceed, they can press **START** or tap on the **"PRESS START"** button.

DRAWING MODE

You can save up to 2 different profiles with 3 different selectable heroes for each profile. You can swap your Heroes and all your artwork on the Main Menu or while in the village.

During your adventure, you will draw objects to help you advance through levels, create accessories for your Hero, and draw various parts of the village that will bring it back to life.



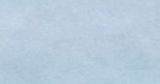
Tap the 

image to zoom into your drawing. You can zoom up to 4x on your image. When zoomed in completely, you can press the **L Button** to bring up the grid. Now you can edit each pixel to give your creation complete detail!

There are many great features in DRAW MODE which you can explore on your own. Some of these features include switching color palettes, using different templates, customizing your Hero with stamps or patterns, using a full range of paint commands and using a built in help system that can be turned on to answer any question!

Pause Menu

Pressing START will bring up the Pause Menu, which allows you to edit your hero and weapon

MOTION CONTROLS

The user has three control options.
The default controls are as follows:

SPECIAL - Press the **X Button** to use the special move.

PUSH - Press the **Y Button** to make your hero push a nearby enemy, stunning it. In some cases you can push certain enemies off a ledge.

JUMP - Press the **A Button** to make your hero jump. You can defeat most enemies by jumping on them.

SHOOT - Press the **B Button** to make your hero fire his weapon. This weapon changes depending on the world you are in. You have a limited amount of ammunition. The specific amount of ammo remaining is shown in the upper left corner.

GROUND BOUNCE - Press the **+Control Pad Down** & the **A Button** while in the air to make your hero perform a 'Ground Bounce' attack. This attack can devastate groups of enemies!

SLIDE - Press **+Control Pad Down** while on a hill to make your hero slide down the hill, defeating most enemies in your path.

The following Special Attack moves can be purchased from the Item Store in the village:

FLIP KICK - Jump, then press the **X Button**

SLIDE - Run Forward, then press **+Control Pad Down** & the **X Button**

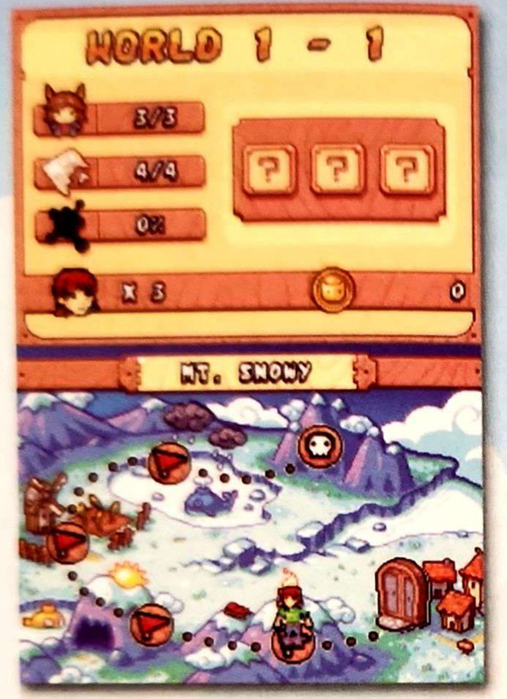
DASH - Press **Forward** & the **X Button**

UPPERCUT - Press **+Control Pad Up** & the **X Button** (also works with **Forward** & **+Control Pad Up** & **X Button**)

CHALLENGE MODE

Level Select

Upon exiting the village, your Hero will show up on the Level Select Screen. At first only one level will be available, as you progress through the game more levels will be unlocked. The top screen will show collected Raposa, Template Pages, and Shadow Goo for whichever level the Hero is currently on. The top screen will also show the players lives, and coins.



Shadow Goo / Shadow Cleaning

During a level, the player will encounter patches of a black substance. This Shadow Goo can be cleaned by rubbing the stylus over it until it disappears. There is a certain amount of **Shadow Goo** in each level, and the percentage you clean is displayed in the upper right corner of the Touch Screen.

Raposa Rescue

Use your Hero to rescue the trapped Raposa in each level. The Raposa are trapped in cages and there are 3 hidden throughout the level. Once you find the cage, press the **Y Button** three times to break the cage, or shoot at it with your weapon by pressing the **B Button**.

Template Pages

There are four template pages scattered through each level. You must find and collect these pages in order to exit the level.

Shadow Wall

You cannot progress past the end of a section unless you have found the Raposa and collected the template page for that section. Some sections have more then one template page, so search carefully!

Coins And Specials

Collect coins during the level to purchase special patterns, stamps, and templates back in the Village Shop. Collect special items during each level such as music tracks, stamps, and patterns! You can also throw coins into the Village wishing well for a chance at something really cool!

THE RAPOSA VILLAGE

Village Controls

Following the game introduction and entering Creation Hall, you have control over the Hero. You can move your Hero by using the **+Control Pad**. When you approach a Raposa that you want to speak with, press the **A Button** to bring up the conversation box.

Village Tasks / Progression

While in the Village, you'll be told to speak with certain Raposas and fulfill tasks! Eventually the Raposas will send you back into the world to collect something new for them to place in the Village.

The Village World Gates

The Village World gates connect the Raposas to other worlds. There are four gates in the Village, one for each World the player can enter. Press the **A Button** while near the gate to enter that World!

RAPOSA CHARACTERS

MARI

THE MAYOR

JOWEE

Jowee, the Mayor and Mari (the Mayor's daughter) are currently the last remaining Raposas in the Village! You, the Creator, have heard Mari's cry for help, and will create a Hero to help them rebuild the village back to greatness.

NOTES:

Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **36131**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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